PUSHKIN

SAFETY PRECAUATIONS

1. Avoid subjecting this high precision **CARTRIDGE** to extreme temperature variances. store at room temperature.

2. Do avoid touching terminal connectors. Keep clean by inserting **CARTRIDGE** in protective storage case.

3. Never attempt to disassemble your **CARTRIDGE.**

4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the **CARTRIDGE.**

5. For best results, play the game a distance away from your television set.

6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your **CARTRIDGE.**

GEARING UP

1. Make sure the power switch is OFF.

2. Insert the DUSHLAN as in your NINTENDO ENTERTAINMENT SYSTEM console.

3. Turn your power switch ON.

4. Get comfortable in front of your television screen and get ready for the adventure of your life.

TO START: Push the START BUTTON on Player 1's controller.

INTRODUCTION

Dúshlán is the Irish (Gaeilge) for 'Challenge' and hopefully you will enjoy the challenge of beating it!

The goal of the game is simple, form complete horizontal lines using the randomly
selected shapes.

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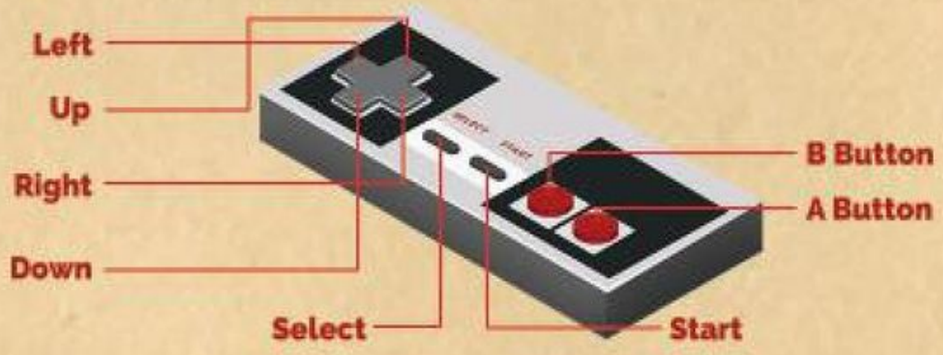
There is also an alternate control system available on the main menu, which in themain menu is displayed as "Down=Spin", uses the following button definitions:

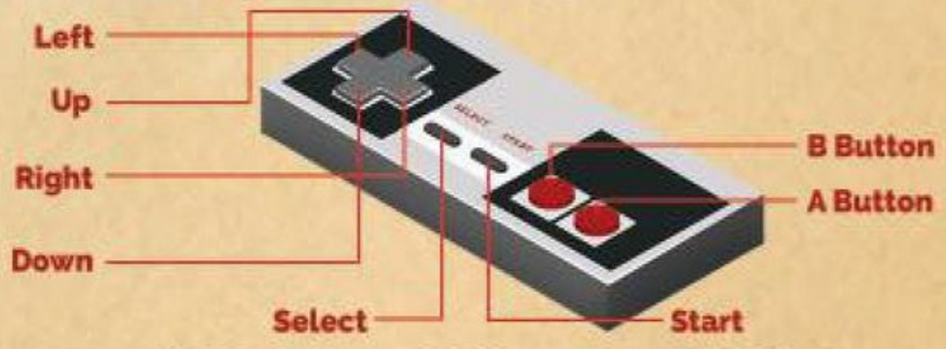
LEFT: Move left
RIGHT: Move right
DOWN: Rotate piece clockwise
UP: Rotate piece anticlockwise
A Button: Drop piece
B Button: Swap/Save a piece for later usage
START: Pause/Resume game
SELECT: Enable/Disable ghost mode



CONTROLS

There are two possible button controls for the game, the normal controls, which in the main menu is displayed as "Down=Drop", are:

LEFT: Move left
RIGHT: Move right
DOWN: Drop piece
UP: Swap/Save a piece for later usage
A Button: Rotate piece clockwise
B Button: Rotate piece anticlockwise
START: Pause/Resume game
SELECT: Enable/Disable ghost mode



DROP PIECE MODIFICATION

You are able to modify the behaviour of the 'Drop piece' key in the settings on the main menu. The three possible options are:

1- Full:

Pressing the drop key will cause the piece to fall down the screen as far as possible, so one tap and the piece in play will drop to the bottom.

2- While Held:

his will cause the piece to drop as long as the drop key is pressed (effectively works like a down key)

3- Mixture:

If you quickly press/tap the drop key, the piece will fall down the screen as far as possible, however holding the drop key will drop the piece as long as the drop key is pressed - therefore a mixture of 'Full' and 'While Held'. So tap to drop or hold down and release when piece is where you want it.

Pressing the swap key allows you to switch the piece in play with the piece that is in the 'Saved' box on the left hand side of the screen. You cannot press swap again till you have successfully landed the piece in play.

IN-GAME MUSIC

The game has a choice of 3 in-game pieces of music. There are 2 variants of each piece of music depending on the difficulty level chosen by the player, so 6 different in-game songs for you to play along to. You can also disable the in-game music if you choose.

Thanks to Teuthida for the music and sound effects.
Thanks to Derek Andrews for the ggsound sound engine used in the game.
Thanks also to the following: Shiru, Drag, neodolphino,Damian Yerrick, Joe Granato and Vectrex280996

HELPFUL TIP:

When a piece falls down as far as it can, even if you have dropped the piece, there is a brief moment of time where you can move the piece. This can be very useful if, for example, you are placing a piece partly under an existing block.

DIFFICULTY LEVELS:

There are 2 difficulty levels, Normal and Hard. In Hard mode the pieces will fall faster down the screen. Also you will hear the Hard version of the in-game music.